

4. Claim Rejections 35USC§102 for claims 1-5 and 8 that you mention in your paragraph number 6 were rejected as anticipated by Suzuki (Re 35, 819). It is respectfully submitted that claims 1-5 and 8 are not anticipated by Suzuki. The patent by Suzuki has a physical board where an action occurs and then simulated images appear on one large monitor shared by all the players of the game. In Claim 6 on page 11 column 8 line 44 it states that “simulated objects moving across a support surface comprising: a display screen.” In claim 10, page 12, column 9, line 17 it states that, “a display screen mounted for enabling a viewer to watch the play action of the simulated objects on the support surface and the display screen.” My patent consists of a multiple number of television monitors that are placed in a single unit or enclosure, not one monitor as seen in Suzuki’s patent. As an example my patent would have 4 screens, creating a cube, with a screen on each side (leaving out the top and bottom). People would be on each side of the multiple-sided display system, with their own screen. If they were using the product for video games, then each player would have a full screen displaying their own moves. This is different from Suzuki’s invention, in that I have more than one single screen. His single monitor shows different video angles of a game that involves multiple players. Nowhere does he state that there are multiple monitors for individual players.

5. Claim Rejections 35USC§103 for claims 6 and 7 that you mention in your paragraph number 8 as being unpatentable under Suzuki (Re 35, 819). It is respectfully submitted that claims 6 and 7 do not follow from Suzuki’s descriptions. The patent by Suzuki only describes a single video monitor and multiple player stations. My application requires that the video unit have multiple sides, each side with its own monitor and each screen capable of being viewed by one person.

6. Your office action Conclusion provided an additional ten references for my consideration. It is respectfully submitted that on reading this art the multiple-sided video display system of my application does not follow from these descriptions.

The patent by Sato ‘870 relates to a “bet control method for a race game in which a game player bets on a race in which a plurality of running objects race, and the game player obtains a share, based on a result of the race, the bet control method comprising the steps of: setting speculation information; presenting the speculation information to the game player; determining the speculation information....; and betting at once on a plurality of finish place possibilities” Claim 1, page 8, right column, starting half way down the

page. The patent abstract, other claims and figures disclose the main feature of this application to be a bet automatically made on a speculated possible finish place. The arrangement of the CRT screens in the figures and specification of this application comprise a central screen in an individual enclosure and multiple individual display screens housed in multiple independent enclosures. My invention places all the display screens in one enclosure so players can see one another, and does not use a central large display screen as Sato uses. In my invention each player is given their own screen which allows their moves and their position in the virtual environment to remain secret.

The patent by Kusuda '360 relates to a "game system, comprising a commercial game apparatus, operable to provide a first game for rearing a trained object; a network game apparatus, connected to a network and operable to provide a second game using the network and the trained object; and a client device, connected to the network game apparatus via the network to play the second game, wherein: the commercial game apparatus comprises: a storage, operable to store the first information; and a supplier, operable to supply second information, which is at least a part of the first information....; and the network game apparatus comprises: a receiver, operable to receive the second information ...; a reproducer, operable to reproduce the result information ...; and an executor, operable to execute the second game ..." Claim 1, page 40, column 31, starting on line 56. The patent abstract, other claims and figures disclose a game system comprising the arcade game machine (1) for playing a horse racing simulation game where each player uses a horse he or she trained by themselves, a plurality of player terminals (30) in remote locations, and a Web server The plurality of player terminals in remote locations is very different from my video display unit wherein the main game display is shown on multiple display screens enclosed in the same physical enclosure structure. My system requires that the players all be in the same room or approximate physical space so they can enjoy each other's personal reactions to the game live. Also, the main unit in Kusuda's invention uses a model race course to display of the game events, not a video display system.

The patent by Kusuda '991 relates to "An online game method comprising the steps of: connecting a plurality of game machines, each machine being capable of executing the same game program for a single betting-type racing game played by a plurality of players assembled in one place and a control unit for controlling game execution states of each of the game machines via a communication line; providing, by the control unit, part or the entirety of game-related data required for executing the racing game to each of the game machines for performing the race at each game machine; after the providing step, simultaneously executing, by each of the game machines, the racing game based on the game-related data;

collecting, by the control unit, execution states of the of game program being executed for the race at each of the game machines and betting odds generated at each of the game machines; and presenting, in real time, (1) the collected race execution states from all game machines and (2) the integrated betting odds from all game machines to the players surrounding all the game machines using at least one of visual information and auditory information.” Claim 1, page 15, column 11, line 2. The patent abstract, other claims and figures disclose a “plurality of horse racing game machines and a control unit for controlling game execution states of the horse racing game machinesAt the same time, the collected race execution states and integrated betting odds are presented in real time to the players surrounding all the horse racing game machines using synthesized speech” In this patent again the main video display is to a single large screen that all players watch. The individual screens present around the table are for the purpose of inputting specific information by the players, not for interacting with, or viewing, the game progress itself. Additionally, the individual input screen of one player is such that it is in view of other players. In my invention the multiple sided video display system screens are each providing the main game progress and are each viewable by only the player in front of that specific screen, not by other players as well.

The patent by Kusuda ‘619 relates to a “game system, comprising: a racing field formed on a predetermined board; and a running model, to which an inherent ability parameter ..., caused to run a race on the racing field, wherein the racing field comprises a plurality of field regions” Claim 1, page 10, right column, starting half way down the page. The patent abstract, other claims and figures disclose a running model ... with a given environment is caused to run on a field. The field includes two types of tracks....” This system is essentially the same described by Kusuda ‘991 above. The difference being the ability to run on two different tracks. The main game is displayed by means of a model, and a single large display screen that all the players watch. The minor display systems are for input information only, the same as Kusuda ‘991, and the reasons for the difference between my invention and Kusuda’s disclosure remain the same. Especially the point that the individual input screen of one player is such that it is in view of other players. In my invention the multiple sided video display system screens are each providing the main game progress itself and are each viewable by only the player in front of that specific screen, not by other players as well.

The patent by Kusuda ‘126 relates to a “game system, comprising a network game apparatus, connected to a network and operable to provide a first game using the network to rear a trained object; a client device, connected to the network game apparatus via the network to play the first game to generate first information ...; and a commercial game

apparatus, operable to provide a second game using the trained object, wherein: the network game apparatus comprises: a storage, operable to store; and a supplier, operable to supply second information, ..., to the client device, the second information being to be recorded ...; and the commercial game apparatus comprises: a receiver, operable to receive the second information ...; a reproducer, operable to reproduce the result information based on the second information received by the receiver; and an executer, operable to execute the second game based on the result information reproduced by the reproducer.” Claim 1, page 40, column 29, line 63. The patent abstract, other claims and figures disclose a “game system includes an arcade game machine executing a horse racing game in which a player's own horse runs and a Web server connected to a player terminal through the Internet. The Web server manages a horse racing game site for performing a training-type horse racing game in which a player using the player terminal can rear and train his or her own horse on the Internet.” Again, the minor display systems are for input information only, the same as Kusuda ‘991, and the reasons for the difference between my invention and Kusuda’s disclosure remain the same including the point that the individual input screen of one player is such that it is in view of other players.

The patent by Tomaru ‘401 relates to “A game machine, in which a plurality of racing members, each having a member name, participate in a plurality of races ..., comprising: a name assigner, which assigns a player name; and a special race establisher, which establishes a special race having, and assigns one player name “ Claim 1, page 33, left column, starting half way down the page. The patent abstract, other claims and figures disclose the focus is on having each person have a special player name which is registered by a game player. In the body of the application the inventor says that “each of the stations 3 is provided with a display 31 for displaying a game screen corresponding to progress in a game, and a touch panel 32 laid over a display screen of the display 31. When a player has touched a predetermined position on the game screen appearing on the display 31 in accordance with an instruction indicated on the game screen, the position of a touched area is detected by the touch panel 32. As a result, the game machine 1 perceives the nature of the player's operation.” This description clearly shows this is an input or communication device for the game and not a video display unit as described in my invention. Also these devices are not arranged for the interactive display and enjoyment of the players, with the top of the screens adjustable to just below the shoulder height of the players, but instead in this application are arranged for input purposes, attached flat or slightly tilted to the horizontal for input means, and viewable by other players.

The patent by Nagao '898 relates to "a race game device for racing moving objects on a track, comprising: a plurality of sound generating means..., a sound generating system..." Claim 1, page 45, column 23, starting on line 64. The patent abstract, other claims and figures disclose "a large projector for displaying images of developments", but not a single multi-sided multiple screen display system as mine.

The patent by Nakagawa '369 relates to "A competitive game simulation machine comprising: a plurality of moving objects; a game board ...; the game board including: a main area used for moving objects....; an auxiliary area with moving objects which will not compete ..., the moving objects movable between the main area and the auxiliary area; a controller for controlling motions" Claim 1, page 17, column 1, starting on line 17. The patent abstract, other claims and figures disclose essentially the same physical arrangement as Tomaru '401 above. The focus is again a competitive game simulation machine ...; a game board ...; and a controller for controlling motions of the moving objects" The game board includes a main area used for moving objects to compete a specified game and an auxiliary area wherein the moving objects are movable between the main area and the auxiliary area. As in Tomaru, this inventor has a CRT for showing what is in a "waiting area", not for playing the game itself. It, too, is attached flat or slightly tilted to the horizontal for auxiliary means, versus essentially vertical for viewing means as in my multiple-sided display system invention.

The patent by Schaaij '640 relates to "a computer game system for a number of human players to play a computer game in which at least one game object is manipulated in a game area by a number of virtual game characters, comprising: at least one computer or a number of interlinked computers for controlling the game system; a number of player inputs units..., a number of player output units linked to said at least one computer....., visual display means for displaying the entire game area, the game characters and each game object" Claim 1, page 6, column 4, starting on line 11. The patent abstract, other claims and figures clearly show the player output units to be individual monitors in separate enclosures. Schaaij does not disclose or imply the concept of having these multiple output units placed in a single enclosure as my invention does.

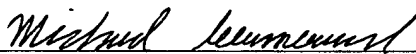
The patent by Galyean '396 relates to "a computer program that is a method for coordinating an interactive computer game being played by a plurality of users with a broadcast television program, comprising: simulating a virtual environment; assigning to each of the plurality of users an active region in the virtual environment...., assigning to the broadcast program an active region....., selecting at least one of the plurality of users and moving one character....." Claim 1, page 9, column 8, starting on line 54. The patent abstract

and other claims contain similar descriptions. This method and system described does not disclose my concept of a multiple-sided video display system wherein all players are seeing the video output on individual monitors mounted in a single enclosure. This patent does describe a way to put individual input on each monitor of my multiple-sided video display system, if one wanted to have all the broadcast hardware needed to do so, a very expensive and complicated way to accomplish this. It does not, however, contemplate a single enclosure system. In fact, it leads the reader in the opposite direction, of having players in different locations, not the same location as my invention requires.

In light of the above amendments and remarks, the Applicant respectfully requests that the Examiner reconsider this application with a view towards allowance. The Examiner is invited to call the applicant at 408-868-0475, if a telephone call could help resolve any remaining items.

Respectfully submitted,

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